STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-07
LEVELS: 1–2

SEIZE AND DESTROY

By Shan Wolf

STARFINDER SOCIETY

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Undercity*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/

SUMMARY

The PCs explore a piece of off-site starship wreckage, looking for insight into the origins of the Wreck of the Returned and its purpose on Akiton. They quickly discover a team of Hellknights from the Order of the Eclipse seizing and destroying everything in their path. This tense initial meeting forces the PCs to choose to fight or ally with the Hellknights. From here, the party explores the site, overcomes its defenses, and saves what they can, though the Hellknights have other plans. In a climactic battle, the Hellknights attack the PCs, believing the Starfinders know too much and can't be allowed to live. If the PCs emerge victorious, they can retrieve a valuable data drive from the wreckage, which contains much-needed intel on the Wreck of the Returned and the First Ones who created it.

SEIZE AND DESTROY

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ADVENTURE BACKGROUND

Under the leadership of First Seeker **Sarmak** (inquisitive male izalguun electrician), the Starfinder Society has established a fledgling lodge in Akiton's Sloughscar Hills to study a massive, crashed starship known as the Wreck of the Returned. The Starfinder Society believes the Wreck of the Returned is the first step in a devastating invasion of the Pact Worlds launched by the First Ones. Shrouded in mystery, the First Ones are an advanced civilization from antiquity whose true name is unknown but whose influence is evident across the galaxy. Recent excavations into other First Ones sites uncovered powerful weapons, dangerous technology, and volatile magic—incredibly valuable discoveries capable of causing immense harm should they fall into irresponsible hands. While the Starfinder Society and countless other salvagers and organizations would love to enter the Wreck of the Returned directly, the Wreck's automated defenses and networked robotic servitors make such an expedition incredibly dangerous. Fortunately, the Starfinders have discovered a nearby location of interest: a sizable piece of wreckage that detached during the crash and landed off-site. Eager for answers, the Starfinders dispatch a team to the crash site to investigate.

Unfortunately, the Starfinders are not the first to arrive. A team of Hellknights from the Order of the Eclipse are already inside the wreckage. Their mandate to control, suppress, or destroy dangerous information and technology means the Hellknights have no intention of sharing anything they uncover. It's up to the Starfinders to explore the wreckage and gather information before the Hellknights systematically seize, censor, and destroy everything in their path.

GETTING STARTED

This adventure begins at the Sloughscar Hills Lodge, the newly established Starfinder base camp located near the mysterious Wreck of the Returned. The PCs have time to meet with each other and introduce themselves before reporting to **Zizenzi** (enthusiastic host shirren xenoarchaeologist), head administrator of the fledgling lodge, for a scheduled mission briefing. When the PCs arrive at Zizenzi's office, Zizenzi is rocking out to KaWyrd, an Akitonian band known for their aggressive bass, fast percussive play style, and the roaring vocals of their lead singer, Wandering Beats.

Upon noticing the PCs, Zizenzi shuts off their music with a startled yelp, then invites the PCs to take their seats while they prepare a pot of tea and coffee and put out some snacks—sesame bites, honey muffins, and a questionable local snack called "CHOW!" that looks like dried dog food, which Zizenzi admits they find surprisingly delicious.

Once everyone is seated and has introduced themselves, read or paraphrase the following to begin the briefing.

"Thank you for coming, Starfinders! I'm Zizenzi, an administrator at this new lodge. At present, our goal is to acquire information on the Wreck of the Returned, a massive alien starship that recently crashed in the region. The Wreck is incredibly dangerous, and First Seeker Sarmak believes it marks the first step in an invasion of the Pact Worlds by the fabled First Ones. Your mission today is exploration and data acquisition!

WHERE IN THE UNIVERSE?

This adventure takes place in the Sloughscar Hills, a region of rocky hills on the planet Akiton that boasts numerous rifts, crags, caves, and cliffs. The PCs will explore high-tech debris believed to be a piece of the nearby Wreck of the Returned, a mysterious crashed starship that contains valuable salvage but is guarded by countless dangers.

AKITON

The Battlefield

Gravity low; **Atmosphere** thin

Day 24 hours; **Year** 2 years

Akiton is a dusty, red world of sunbaked deserts, rundown cities, and rusting scrapyards. The planet was once a booming industrial paradise overflowing with wealth from mining thasteron, a starship fuel that fell out of favor after the discovery of Drift travel. Now, Akiton is a decrepit battlefield for corporate interests, crime families, and survivalist communities. This downtrodden world's residents seek new opportunities and ways to survive on their dying, lawless planet.

For more information on Akiton, see *Starfinder Galaxy Guide* 13–14 and *Starfinder GM Core* 158–159. For more information on the First Ones and the Wreck of the Returned, see *Galaxy Guide* 25–27. For more information on the Hellknights, see *Galaxy Guide* 112–113.

"We've discovered some offsite wreckage, which we believe is a component piece of the Wreck of the Returned that sheared off during its catastrophic crash on Akiton. This satellite site is not connected to the Wreck and doesn't have any visible defenses or guardians, so I think it can be explored safely! As of a few hours ago, the site was undisturbed, but we're not sure how long that will hold true. There's plenty of other salvagers interested in the Wreck of the Returned, you know! Your mission is to explore this offsite wreckage, learn what you can, and acquire any data drives or technology that's salvageable. Information is incredibly important to us, as knowledge will put us a step closer to understanding the Wreck of the Returned and maybe even the First Ones themselves."

Zizenzi focuses on their comm unit a moment, talking while they work. "I'm sending you the coordinates to the site now, and I've already got a few d-vees waiting for you outside. As we suspect the site will soon be compromised by less... careful explorers, I recommend you record what you can of the site for posterity! Any questions?"

Some likely questions the PCs might ask and Zizenzi's responses are noted below.

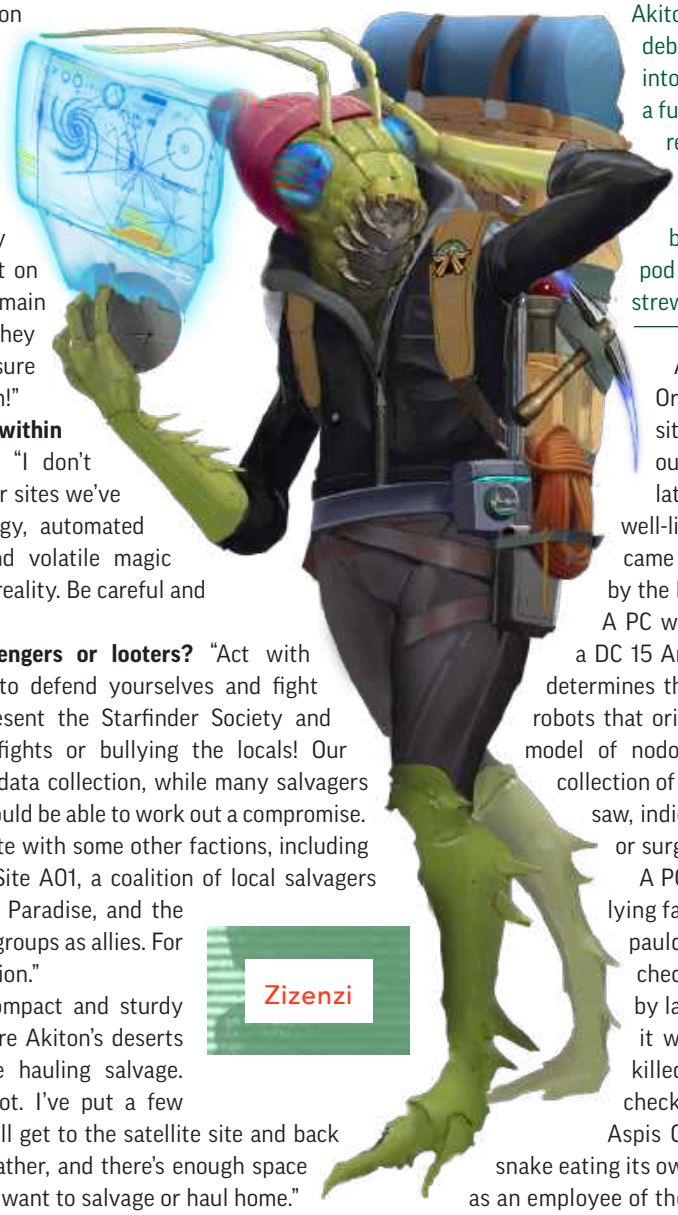
What is the Wreck of the Returned? "The Wreck of the Returned is a mysterious vessel from deep space that crashed into the Sloughscar Hills here on Akiton. Initial images of the Wreck bear similarities to the First Ones' cities on Aballon, prompting scientists, scavengers, and xenoarchaeologists to converge upon it. Unfortunately, it's incredibly dangerous! The Wreck's automated defenses are active, and it has poured dangerous robots and volatile magic into the region."

Who are the First Ones? "The First Ones were an advanced civilization credited for creating cities on Aballon and the self-improving robots that evolved into the planet's anacites. Elsewhere, they created other artificial lifeforms including protocites and planashars. Our recent excavations at the First Ones city of Eternity have shed some light on the First Ones, and while they remain shadowed in mystery, it's clear they weren't a benevolent people. I assure you, you don't want to meet them!"

What do we expect to find within this component of the Wreck? "I don't know. Isn't that exciting? At other sites we've encountered advanced technology, automated defenses, robotic defenders, and volatile magic capable of warping or degrading reality. Be careful and expect the unexpected!"

What if we encounter scavengers or looters? "Act with integrity! You have permission to defend yourselves and fight against injustice, but you represent the Starfinder Society and shouldn't go picking needless fights or bullying the locals! Our primary goal is information and data collection, while many salvagers are interested in profit, so you should be able to work out a compromise. We've already agreed to cooperate with some other factions, including the Aballonian delegation from Site A01, a coalition of local salvagers from the boomtown of Pilferer's Paradise, and the Aspis Consortium, so treat these groups as allies. For all other groups, use your discretion."

What are d-vees? "They're compact and sturdy hover vehicles designed to endure Akiton's deserts and frequent windstorms while hauling salvage. They're reliable and easy to pilot. I've put a few aside for your team to use. They'll get to the satellite site and back regardless of the terrain and weather, and there's enough space in the back to hold whatever you want to salvage or haul home."



Zizenzi

What were you listening to? "A local band called KaWyrd. They're still breaking into the Pact Worlds scene, but here on Akiton they're incredibly famous! They're from the city of Maro. I'd like to go sightseeing there and pick up some merchandise, but I haven't had any time to spare for a road trip."

Departure

The PCs can purchase equipment on-site at the Sloughscar Lodge. When they're ready, they can depart aboard a few d-vees. Each d-vee can hold up to three Medium or smaller creatures (Large creatures count as two Medium creatures for this purpose). After the PCs decide how many d-vees they have and who's piloting each one, proceed to Debris Field. Remind the players they each have one Hero Point available.

DEBRIS FIELD

Akiton's craggy red hills are marred by jagged metal debris that struck with such force they're embedded into the very rock. Amid the chaos, jutting up from a furrow of earth and shattered stone, is the dented remains of a starship, orbital pod, or similar vessel that easily measures over 100 feet by 200 feet. Amid the debris are signs of recent battle. Blood spatter marks the entrance to the pod itself and the dented chassis of a few robots are strewn across the ground.

A small contingent of Hellknights from the Order of the Eclipse were the first to arrive at this site. They fought nodocite experimenter robots outside, then entered the wreckage. A short time later, a scout working for the Aspis Consortium (a well-liked human gambler named Zeke) arrived and came in for a closer look, only to be spotted and killed by the Hellknights.

A PC who examines the robot pieces and succeeds at a DC 15 Arcana, Computers, Crafting, or Occultism check determines the robots were nodocites—a series of magitech robots that originate within the Wreck of the Returned. This model of nodocite possesses numerous appendages and a collection of tools that includes scalpels, needles, and a bone saw, indicating it might have specialized skill as a medic or surgeon.

A PC who searches the area discovers Zeke's body lying face down in the dirt, as well as a black shoulder pauldron. A PC who succeeds at a DC 15 Medicine check on Zeke's body determines his body is scored by laser burns, likely from a laser pistol or rifle, but it was a thrust to the back by a long blade that killed him. A PC who succeeds at a DC 14 Society check on Zeke notices he wears the symbol of the Aspis Consortium (an infinity symbol composed of a snake eating its own tail) on a chain around his neck, marking him as an employee of the group.

A PC who succeeds at a DC 14 Society check identifies the black shoulder pauldron as a piece of Hellknight armor, while the iconography identifies its owner as a member of the Order of the Eclipse, a Hellknight order concerned with the control of dangerous information and technology—usually its seizure, censorship, suppression, and destruction. The Order of the Eclipse recently catapulted into the spotlight for their presence on the planet Kehtaria during the events that sparked the ongoing Veskarium–Azlanti war.

Treasure: Zeke still clutches his tactical zero pistol in his bloody hand. It's loaded with a tactical chem tank (12 chem remaining). He wears commercial tempweave with a commercial deflecting shield installed. His backpack contains a hacking toolkit, an infiltrator's toolkit, and an infinity deck. His destroyed comm unit and binoculars lay in the dirt a few feet away, both smashed.

A. BIOANALYSIS NODE

The debris is a bioanalysis node that broke off the Wreck of the Returned during the crash. Here, nodocites tested and dissected biological samples from numerous alternate versions of the Pact Worlds, searching for similarities, strengths, and weaknesses. Thanks to their innate connection to alternate timelines and realities, witchwarpers gain a +1 circumstance bonus on their skill checks related to these biological samples, subjects, and tests, and understand instinctively that such samples come from a different reality.

The bioanalysis node is damaged. Lights flicker, wires spark, and burst pipes release steam into the air. The halls and doorways are warped, and the floors are bent and uneven. The entire node is tilted at a slight (but noticeable) 5-degree angle. The flickering lights cast dim light throughout the bioanalysis node. All doors are unlocked and open unless otherwise noted. Refer to the map on page 6 for this area.

A1. Hub

The PCs enter the bioanalysis node through one of these hallways that once led to other portions of the Wreck of the Returned. A sign on the wall written in Primacy, the language of the First Ones, identifies this portion of the Wreck as "Bioanalysis Node Seven." While it's incredibly unlikely any PCs speak Primacy, as it is an unknown and dead language, it has clear similarities to Trinary, a related language that originated among the anacites of Aballon. A PC who understands Trinary recognizes the similarities and gains a +1 circumstance bonus on Society checks to Decipher Writing on any Primacy text they encounter in this adventure.

A2. Storage

These four adjoining storage rooms have been thoroughly looted and trashed by the Hellknights, with boxes overturned, furniture smashed, and computer components blasted to hell by lasers. The contents of these rooms are noted below.

A2a and A2b: These rooms stored the personal possessions of all test subjects brought into the bioanalysis node, each placed in lockers inset into the walls and labeled with the test subject's numerical designation. The contents of these lockers are strewn across the floor and the contents either left, destroyed, or stolen (as determined by the Hellknights' opinion of their value).

THIN ATMOSPHERE

Akiton has thin atmosphere that lacks enough oxygen to keep most species healthy. PCs who breathe a thin atmosphere for more than a few hours become fatigued. During this adventure, this occurs immediately before arriving at the debris site. To avoid this, the PCs can activate their armor's basic environmental protections. PCs whose home world is Akiton have acclimated to the planet's atmosphere and don't risk becoming fatigued from breathing the air.

LOW GRAVITY

Akiton has low gravity. While in a low-gravity environment, the Bulk of all creatures and objects is halved, meaning creatures can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance they fell.

A PC who succeeds at a DC 14 Perception check finds a *spell gem of bless*, *spell gem of grease*, *spell gem of hydraulic push* (1st-rank), and a set of dog tags bearing the name "Marina Laxto" in Eoxian alongside a symbol that's vaguely reminiscent of an archaic version of the Starfinder Society logo.

Regardless of the success of their check, they additionally discover a strange comm unit. See Developments below for more information.

A2c: This room stored mechanical components for repairing all the computers, nodocites, and machinery in this part of the complex. If the PCs attempt to repair the computers in area **A7** before they leave, they find the required tools and components here.

A2d: This room stored the hard drives for all past projects that occurred in this bioanalysis node. A PC who sifts through the heaps of broken tech and succeeds at a DC 15 Perception check discovers five magitech hard drives that are salvageable and can be brought back to the Starfinder Society for analysis.

Developments: The comm unit uses technology that's slightly different than that found in this reality, making it feel slightly off. It's a "UComm 32" from the company "EoXech"—neither of which exist in this reality. A PC who succeeds at a DC 14 Computers check to hack into the comm unit recovers a fragment of the most recently sent text message from the damaged device. The message is written in Eoxian, was sent from "Marina Laxto" to "Jarin Laxto," and reads as follows.

Elovai lied. She promised that her forces would remain on barren Golarion, but I found plans for an invasion of Eox in the systems! (Yes, I was snooping again, scold me later.) Our home is in danger and invasion's imminent. I'm talking days, brother! I'm heading in to try uploading a virus to the navigational systems of her vessel. Hopefully it blows her

A. Bioanalysis Node
A6
A5
A7
A4
A3
A2C
A2D
A1
A2B
A2A
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: UNDERCITY

ship and those damned nodocites straight to hell. Pharasma willing, I'll be home in time for dinner. But, if you don't hear from me by nightfall, I'm probably dead. Forward the attached documents to Venture-Captain Roz at the Pathfinder Society (Eoxian HQ) on my behalf. Know that I gave my life to give others a fighting chance. Give Mom a hug for me and don't forget to water my garden.

As Starfinders, the PCs know that there is no such thing as the Pathfinder Society, nor is there a headquarters for the Starfinder Society on Eox. A PC who succeeds at a DC 14 Society check recalls that in the ancient past, long before the Gap, there was a group called the Pathfinder Society that operated on lost Golarion (which was certainly not barren!). The Starfinder Society took inspiration from tales of the Pathfinder Society, but the organizations have no direct connection. Today, Golarion is missing and is not a part of the Pact Worlds, though mystics claim it still exists somewhere, and Absalom Station orbits the sun in Golarion's place.

All of these discrepancies are signs that can clue the PCs in to the alternate reality origins of this bioanalysis node (and by association, the Wreck of the Returned).

A3. Sterilization Protocol — Trivial

This U-shaped hallway is lined with nozzles that spray chemical sanitizers and superheated air at its occupants. It was used to swiftly clean and sterilize nodocites and other visitors to the bioanalysis node.

Hazards: Once a harmless sterilization protocol, this chamber's programing was damaged in the crash. Now, it sprays water and steam hot enough to severely harm anyone entering.

STERILIZATION PROTOCOL — HAZARD 1

UNCOMMON | COMPLEX | FIRE | MECHANICAL | WATER

Stealth +4 (trained)

Description Nozzles on the walls spray hot water, chemical sanitizers, and superheated air at all creatures entering the U-shaped hall.

Disable DC 14 Computers (trained) to reprogram the system to safe levels, DC 14 Crafting (trained) to shut off the waterline, or DC 13 Thievery (trained) to cut power to the hall

AC 13; **Fort** +10, **Ref** +4

Hardness 4, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Steam Clean ↻ (fire, water) **Trigger** A creature ends its movement in the U-shaped hall; **Effect** The trap sprays a dense cloud of steam in the hall, obscuring vision. Creatures in the area are concealed and creatures outside the hall are concealed to those within it. The trap then rolls initiative.

Routine (2 actions) The trap sprays a powerful stream of superheated water and sanitizer at all creatures in the U-shaped hall, dealing 1d4 bludgeoning damage and 1d4 fire damage (DC 17 basic Reflex save).

Reset The trap automatically deactivates and resets if there are no creatures in the area.

A4. Vivisectory

The door to this room has been ripped off its guide rails by the crash, revealing an operating room that's been thoroughly trashed. Surgical tools and medical supplies are scattered across the floor and the nearby computer consoles have been intentionally smashed. The remains of another robotic creature or two lays amid the debris, broken down into chunks and pieces.

The Hellknights have already looted this room and are responsible for the majority of the mess. The robot pieces are all that remains of two nodocite experimenters that were destroyed by the Hellknights.

Computers: A PC who examines the computer consoles finds one computer that could potentially be accessed. A PC who succeeds at a DC 15 Computers check gets this computer to turn on and discovers five log entries. Four of these entries are corrupted and indecipherable, but the fifth entry is written in Primacy (DC 15 Society check to Decipher Writing) and reads as follows.

Nodocite Experimenter

Subject 101103
Reality 3175
Planet Eox
Ancestry Human
Designation Marina Laxto

Subject studied and processed per directives; physiology conforms to expected parameters. Similar tolerances to heat, cold, acid, and radiation.

Ocular anomaly discovered. Genetic mutation? Lineal adaptation?

Recommend comparison to related genetic material. Report findings to Elovai. Upload to central archive. Remaining biological sample cleared for disposal.

Eclipse Armiger

Treasure: A PC who searches this room discovers a tactical medkit, two sprayflesh, two commercial medpatches, two commercial hypopens, and a *commando serum*.

Event 1: Sudden Death

When the PCs enter any hallway north of areas **A3** or **A4**, a Hellknight bursts out of area **A5**, only to be tackled in the hall within view of the PCs by a nodocite experimenter and swiftly killed. The nodocite then returns to area **A5** (unless the PCs interfere, at which point it fights the PCs; see page 9 for the nodocite experimenter's statistics). The sound of a whirring saw and laser fire is audible from area **A5**, indicating a further battle is ongoing in that room.

A5. Analysis Chamber — Varies

This large room was used to perform non-surgical tests and assessments on the subjects of the bioanalysis node. Currently, it's the site of a battle between a few Hellknights from the Order of the Eclipse and some nodocite experimenters.

Creatures: Two groups fight to the death in this room: Hellknights from the Order of the Eclipse against nodocite experimenters.

The Hellknights are Eclipse armigers who engage in combat at range using their laser rifles. They prefer to gang up on enemies, focusing fire on one target until it's defeated before moving on to target others. The Hellknights use the terrain to their advantage, moving tactically, Taking Cover when possible, and communicating aloud with one another to coordinate their attacks.

The nodocites prefer to fight in melee using their Strikes, each spreading out to focus on a different target whenever possible. When faced with a new foe, the nodocite experimenters open with a needle Strike so they can inject living enemies with their dizzying anesthetic, then switch to bone saw Strikes after this poison has been delivered. They use Surgical Assault whenever they could hit two or more enemy creatures with it.

If space is tight in the room, keep the enemies mobile, spreading out into the surrounding halls and throughout the areas of the complex that the PCs have already explored during the battle.

Once you've set the scene, the PCs can interfere in this chaotic battle however they desire, such as by helping the Hellknights destroy the nodocite experimenters, helping the nodocites kill the Hellknights, fighting both the Hellknights and the nodocites simultaneously, or watching the battle without interfering (which results in the death of the Hellknights) and then fighting the remaining nodocites who move to attack the PCs next (reduce the number of nodocite experimenters by 1 and reduce their Hit Points by 5 to represent damage done to the nodocites by the Hellknights).

If the PCs fight the nodocites, this is a low encounter. If the PCs fight the Hellknights, this is a low encounter. If the PCs let the nodocites kill the Hellknights and then fight the remaining nodocites, this is a trivial encounter. In the unlikely event the PCs fight both the nodocites and Hellknights simultaneously, this is a severe encounter, so be sure the enemies fight each other for 1 round before turning their attention to the PCs and that at least one Hellknight and one nodocite die without engaging the PCs; this reduces the ensuing combat encounter to moderate difficulty.

NODOCITE EXPERIMENTERS (4) — CREATURE -1

UNCOMMON | MEDIUM | CONSTRUCT | MAGICAL | ROBOT | TECH

Perception +6; darkvision
Skills Acrobatics +2, Athletics +4, Medicine +6
Str +0, **Dex** +0, **Con** +1, **Int** +1, **Wis** +2, **Cha** +0
Networked Nodocite A nodocite can communicate wirelessly with other nodocites within 200 feet.

AC 13; **Fort** +7, **Ref** +4, **Will** +4
HP 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 2

Speed 25 feet
Melee ❖ motorized bone saw +8, **Damage** 1d6 slashing
Melee ❖ scalpel +8, **Damage** 1d4 slashing
Melee ❖ needle +8, **Effects** dizzying anesthetic
Dizzying Anesthetic (poison) **Saving Throw** DC 13 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1 poison damage and clumsy 1 (1 round); **Stage 2** 1d4 poison damage and clumsy 1 (1 round)
Surgical Assault ❖❖ The nodocite experimenter attacks all creatures adjacent to it with its scalpels in a rapid and wild assault, dealing 1d4 slashing damage to all creatures within reach (DC 13 basic Reflex save).

Officer Kanren

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A5** by making the following changes.

Easier: Reduce the number of nodocite experimenters and Eclipse armigers by 1 each.

Harder: Increase the number of nodocite experimenters by 2 and the number of Eclipse armigers by 1.

ECLIPSE ARMIGERS (3) — CREATURE 0

UNCOMMON | MEDIUM | HUMAN | HUMANOID

Perception +5
Languages Common
Skills Athletics +3, Deception +4, Hellknight Lore +3, Intimidation +4, Religion +3, Thievery +5
Str +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, Cha +2

Items commercial knife, commercial laser rifle (with 2 commercial batteries), Hellknight plate (commercial skyfire armor)
AC 15; **Fort** +4, **Ref** +7, **Will** +5
HP 15

Speed 25 feet
Melee ❖ knife +7 (agile, analog, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing
Ranged ❖ laser rifle +7 (expend 2, mag 10, range increment 100 feet, reload 1, tech), **Damage** 1d8 fire

Development: If the PCs helped the Hellknights and some Hellknights survived the battle, the PCs are approached by one of the survivors: **Adeline Ogrest** (crafty female human Order of the Eclipse Hellknight). Adeline thanks the PCs for their timely intervention, then questions them about their purpose. When it's clear the PCs want information, Adeline determines the PCs need to be silenced but that she and her fellows are unable to kill the Starfinders alone. Thus, she invites the PCs to work with them and meet her superior. Her invitation is noted below.

"The Order of the Eclipse has come to remove the corrupting influence of the Wreck of the Returned so Akiton can regain equilibrium. We've learned much during our efforts, but I lack the authorization to share it with you. Should you wish it, I can lead you to my superior, Officer Kanren, who has such authority. He went ahead to begin the purging process, and we wish to join him."

While nothing Adeline has said is technically a lie, she certainly implies Kanren will share information with the PCs, which she believes (and hopes) is false. A PC who succeeds at a DC 14 Deception check or Perception check to Sense Motive can see through Adeline's double-talk and determine she wishes the PCs ill.

If the PCs ask any further questions about the Order of the Eclipse, Adeline, or Kanren, Adeline replies, "We're not authorized to provide information to outside factions. Officer Kanren can answer any questions you have."

A6. Disposal Unit

This magitech machinery is a disposal unit designed to break down biological creatures and samples with zero waste. Determining the machinery's purpose requires a PC to succeed at a DC 14 Arcana, Crafting, or Nature check.

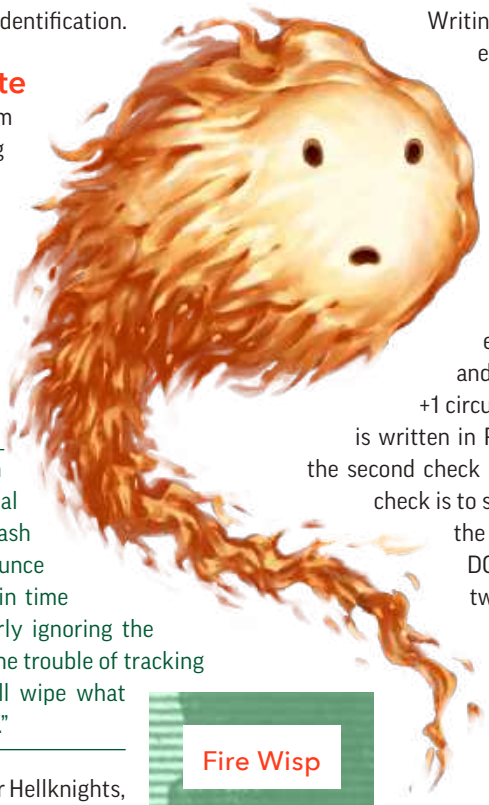
If the PCs deciphered the computer logs from the vivisectory (area **A4**), they might hope to find the remains of Marina Laxto here. While her body was disposed of using this machinery, the PCs are doomed to disappointment, as nothing of her remains for identification.

A7. Data Servers Moderate

The doors to this room are closed. Inside, the room contains a massive magitech computer along the east wall, with multiple additional server banks along the west wall and two external coolant tanks (to prevent overheating) in the northeast and southeast corners. Officer Kanren is currently in this room, typing furiously at the magitech computer console.

If the PCs are alone, read or paraphrase the following when they arrive.

"Starfinders?" The Hellknight exclaims in surprise, before grinning and clicking one final button that triggers the blare of sirens, the flash of red lights, and a robotic voice to announce something in a foreign language. "You're just in time for the purge," the Hellknight continues, utterly ignoring the alarm. "So good of you to join me—it saves me the trouble of tracking you down! You know too much, of course. I'll wipe what you've learned from the world with your death."



Fire Wisp

If the PCs are accompanied by Adeline or other Hellknights, read or paraphrase the following when they arrive.

"Ah, Ogrest, I see some of you made it. You're just in time for the purge," the Hellknight proclaims with the click of a button, triggering the blare of sirens, the flash of lights, and a robotic voice to announce something in a foreign language. "Are these Starfinders you've brought me?" the Hellknight asks, utterly ignoring the alarm. "They know too much, I take it? Unfortunate, but not unsurprising. Starfinders do like to meddle. It seems, like our forebears, we're destined to clash until the end. Come then, Starfinders. I'll wipe what you've learned from the world with your death."

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A7** by making the following changes.

Easier: Remove the fire wisp from the encounter and apply the weak adjustment to the Eclipse armigers.

Harder: Add 1 fire wisp and 1 Eclipse armiger to the encounter.

Data Purge: The foreign language announcement is a warning in Primacy that proclaims "Warning: Unauthorized data purge initiated. Contact Elovai. Error: Contact failed. Bioanalysis node detached from network. Data erasure currently at 10%."

A PC who succeeds at a DC 15 Society check to Decipher Writing understands the gist of the announcement. At the end of each round, the announcement repeats, though it changes slightly, with the data erasure increasing by 10% until it reaches a total of 100%. PCs who don't understand the announcement can still note the increasing urgency of the repeating messages by succeeding at a DC 15 Perception check.

To stop the data purge, a PC must succeed at a total of three DC 14 Arcana, Computers, or Occultism checks while at the computer console; each attempt is a single action with the concentrate and manipulate traits. A PC who speaks Trinary gains a +1 circumstance bonus on these checks, as the console's text is written in Primacy. The first check is to log in to the computer, the second check is to override Kanren's command lock, and the third check is to stop the data purge. Alternatively, a PC can shut down the magitech computer immediately by succeeding at a DC 16 Crafting or Thievery check to Disable the Device (a two-action activity with the manipulate trait, as usual)—doing so stops the data purge but also corrupts 30% of the remaining data on the computer.

Hazards: A coolant tank has 2 Hardness and 10 Hit Points (BT 5). When broken, a coolant tank sprays frigid air in a 5-foot emanation, dealing 1d4 cold damage each round (DC 15 basic Fortitude save). When destroyed, a coolant tank explodes in a 15-foot emanation, dealing 3d4 cold damage. Creatures in the area can attempt a DC 15 basic Fortitude save, becoming slowed 1 for 1 round on a critical failure.

Creatures: Officer Kanren is in this room accompanied by his pet fire wisp Flauros. If the PCs are accompanied by any Eclipse armiger Hellknights, those Hellknights immediately join up with Kanren to kill the PCs (if there is only 1 Eclipse armiger with the PCs, there is additionally 1 Eclipse armiger already present in the room with Kanren). If the PCs arrive unaccompanied, Officer Kanren is additionally accompanied by 2 Eclipse armigers.

OFFICER KANREN — CREATURE 2

UNIQUE | MEDIUM | HUMAN | HUMANOID

Perception +7
Languages Common, Pyric, Trinary
Skills Athletics +8, Computers +6, Crafting +5, Hellknight Lore +8, Intimidation +5, Religion +5, Society +6, Thievery +4
Str +4, **Dex** +0, **Con** +2, **Int** +2, **Wis** +1, **Cha** +1
Items commercial semi-auto pistol (with 10 ammo), commercial plasma sword (with 1 commercial battery), commercial carbon shield (Hardness 5; HP 20, BT 10), Hellknight plate (commercial defiance series), commercial incendiary grenades (2)

AC 17 (19 with shield raised); **Fort** +9, **Ref** +6, **Will** +6
HP 25 (20 feet with armor)
Reactive Strike ↻
Shield Block ↻

Speed 20 feet
Melee ❖ plasma sword +10 (powered, tech), **Damage** 1d8+4 fire
Melee ❖ shield bash +10 (analog), **Damage** 1d4+4 bludgeoning
Ranged ❖ semi-auto pistol +6 (analog, expend 1, mag 10, range increment 60 feet, reload 1), **Damage** 1d6 piercing
Area Fire ❖ incendiary grenade (5-foot burst, range 70 feet), **Damage** 1d8 fire (DC 15 basic Reflex)
Eclipse Beam ❖❖ (concentrate, unholy) Kanren channels destructive energy into his blade or shield then thrusts it forward, unleashing black hellfire in a 30-foot line. Creatures in the area are dealt 2d6 fire damage and can attempt a DC 15 basic Reflex save. On a critical failure, a creature is additionally sickened 1.

FIRE WISP — CREATURE 0

TINY | ELEMENTAL | FIRE

Perception +6; darkvision, smoke vision
Languages Pyric
Skills Acrobatics +5, Plane of Fire Lore +4, Stealth +7
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0
Smoke Vision The fire wisp ignores the concealed condition from smoke.

AC 16; **Fort** +6, **Ref** +7, **Will** +4
HP 18; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 2, water 2
Resonance (aura, fire) 30 feet. All wisps vibrate at a frequency attuned to their element, resonating with and empowering all creatures and effects sharing that trait. A creature in the area gains a +1 status bonus to attack and damage rolls for effects with the fire trait; a creature with the elemental and fire traits gains this bonus to all attack and damage rolls.
Accord Essence ↻ (fire) **Trigger** An ally within 30 feet that benefited from the wisp's resonance in the last hour is targeted by an attack; **Effect** The wisp detonates itself in a small elemental explosion that gives temporary Hit Points equal to half the wisp's current Hit Points to allies within 30 feet that have benefited from the wisp's resonance in the last hour. These temporary Hit Points last 1 hour.

A wisp that uses this reaction is permanently destroyed, and it can be restored only by a *wish* spell or similarly powerful effect. If an ability would prevent the wisp's destruction (for instance, if the wisp is summoned and would merely be dismissed), Accord Essence has no effect.

Speed 40 feet, fly 15 feet
Melee ❖ tendril +6 (reach 10 feet), **Damage** 1d4 fire plus 1 persistent fire
In Concert When a fire wisp rolls a critical failure on a check to Aid, they get a failure instead, and when they roll a success, they get a critical success instead.

ECLIPSE ARMIGERS (VARIES; USUALLY 2) — CREATURE 0

Page 9
Perception +5

Development: After the data purge is halted, the PCs can take their time transmitting the data to Zizenzi at the Sloughscar Lodge or physically removing the computer's many data drives and bringing them to Zizenzi in person—either way, this process takes hours of effort.

A PC trained in Arcana, Computers, Crafting, or Thievery believes they can repair some of the damage to the computer using the components from area **A2c**. A PC who attempts this can attempt a DC 15 check with one of the above noted skills. Only one PC can attempt this check, but other PCs can Aid with any of the above noted skills, if desired. If successful, this repairs some of the data erasure, as noted below. Regardless of success, this check can't be attempted a second time.
Critical Success The data erasure is reversed by up to 40%.
Success The data erasure is reversed by up to 20%.
Failure The data erasure is unaffected.
Critical Failure The data erasure worsens by 10%.

CONCLUSION

When their exploration is complete and the data is collected or transmitted, the PCs return to Zizenzi, who is happy to see the party return safely. Zizenzi is shocked to hear of the meddling of the Order of the Eclipse and promises to notify the other Starfinders and their allies immediately, so everyone is prepared to counter further Hellknight interference. Zizenzi is worried by the PCs' report of their discoveries but thrilled at the amount of data they retrieved. They call technicians to work on processing the data immediately and promise to keep both the PCs and the First Seeker Sarmak appraised.

If the amount of data erasure was less than 50%, read the following.

"Oh, my! You've done an excellent job, Starfinders! Truly exceptional! You're on your way to a very promising career."

If the amount of data erasure was 50% or more, read the following.

"Thank you for your efforts, Starfinders. You've done a good job and, though much information was lost, you've moved us further along the path to success! I look forward to watching your career progress and know this: if you ever need additional mentorship, I'm happy to make time for you."

Reporting Conditions

If the amount of data erasure was less than 50%, check box A. If the PCs helped the Order of the Eclipse during encounter **A5**, check box B. If the PCs identified Zeke as a member of the Aspis Consortium, check box C. If the PCs realized the bioanalysis node's subjects were from an alternate reality, check box D.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-07
Seize and Destroy

Character Chronicle #

Character Name | Organized Play # | Character #

Adventure Summary

You clashed with Hellknights from the Order of the Eclipse while exploring the bioanalysis node, a piece of the Wreck of the Returned that was severed during the crash. Through your efforts, you learned about the Wreck of the Returned and obtained valuable data. Unfortunately, the amount of data erased by the Hellknights was ____%. In addition, you ☐ discovered or ☐ failed to discover the name of someone very important to the Wreck of the Returned: Elovai.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Seize and Destroy (Boon): You explored the bioanalysis node, discovering plenty of data and a new poison pulled from the reserves of a nodocite experimenter. This character gains access to dizzying anesthetic, allowing you to purchase it.

DIZZYING ANESTHETIC — ITEM 2

UNCOMMON | CONSUMABLE | INJURY | POISON

Price 60 credits
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Pulled from the internal reserves of a nodocite experimenter and concentrated into a more potent form, this poison causes intense dizziness in those infected, which in turn induces clumsiness and fatigue.

Saving Throw DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round); **Stage 3** 1d6 poison damage, clumsy 1, and fatigued (1 round)

Notes

CREDITS

LEVEL	
1	140
2	220

EXPERIENCE

Starting XP

\+ XP Gained (GM ONLY)

= Final XP Total

CREDITS

Starting Credits

\+ Credits Gained (GM ONLY)

– Credits Spent

= Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: 7UE2

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**